

FIG. 1

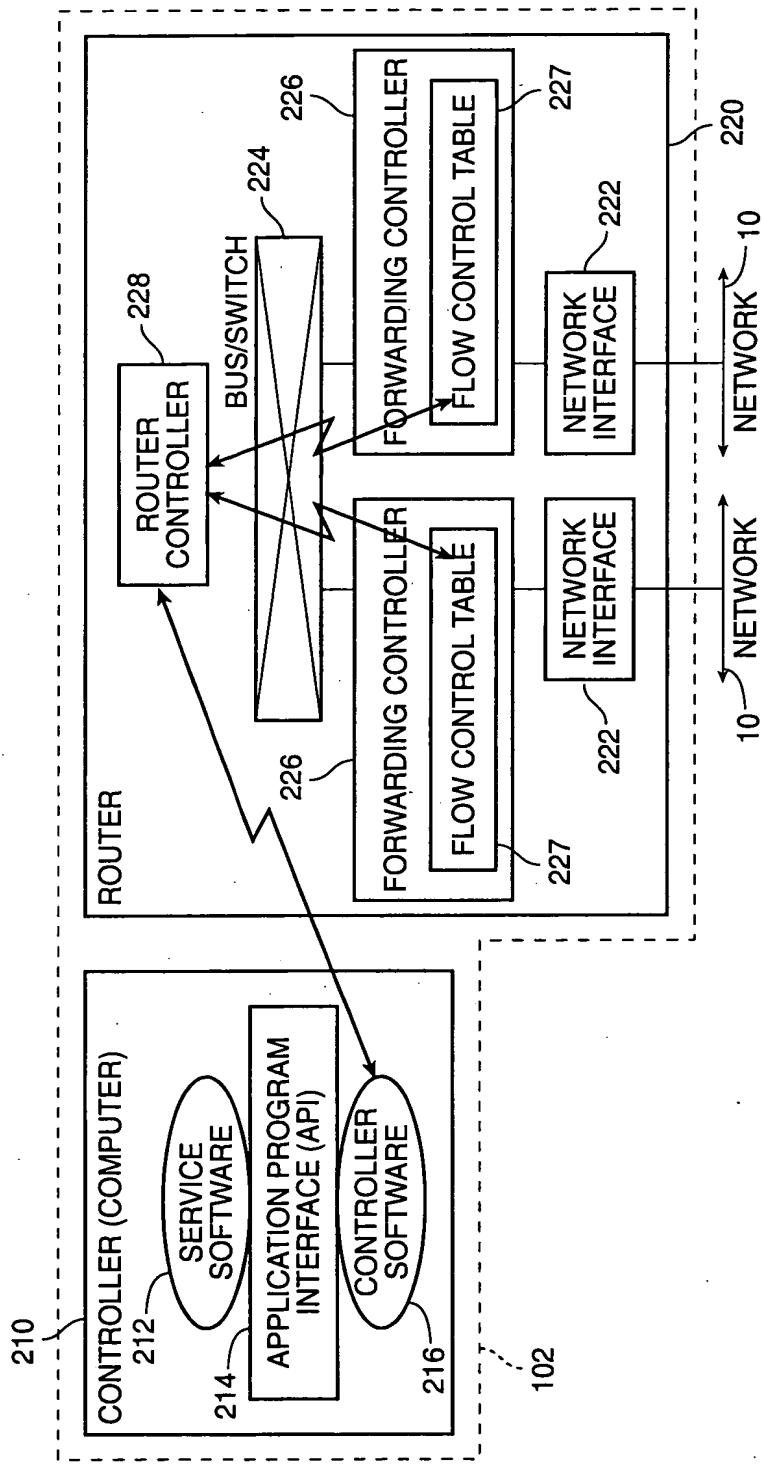


FIG. 2

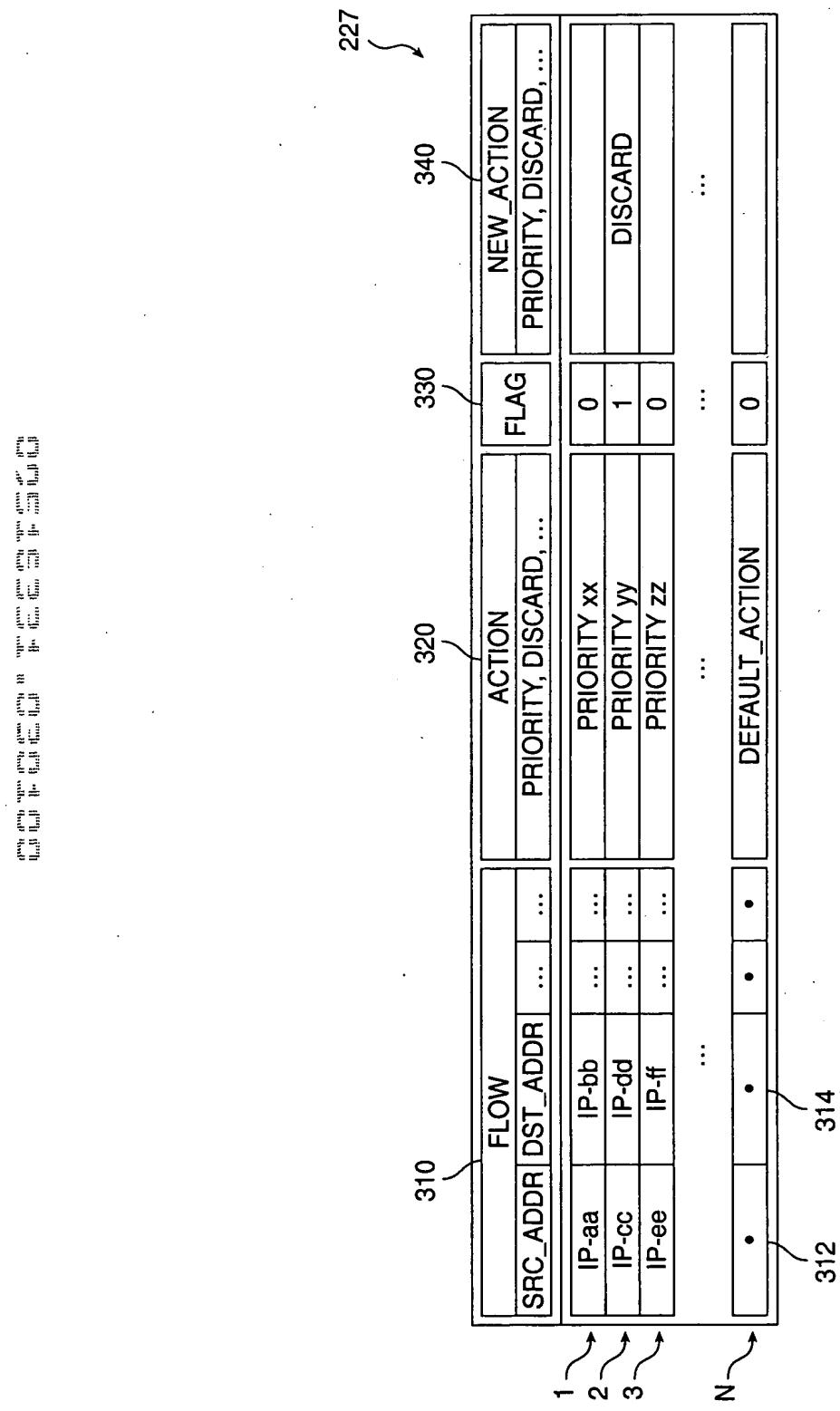


FIG. 3

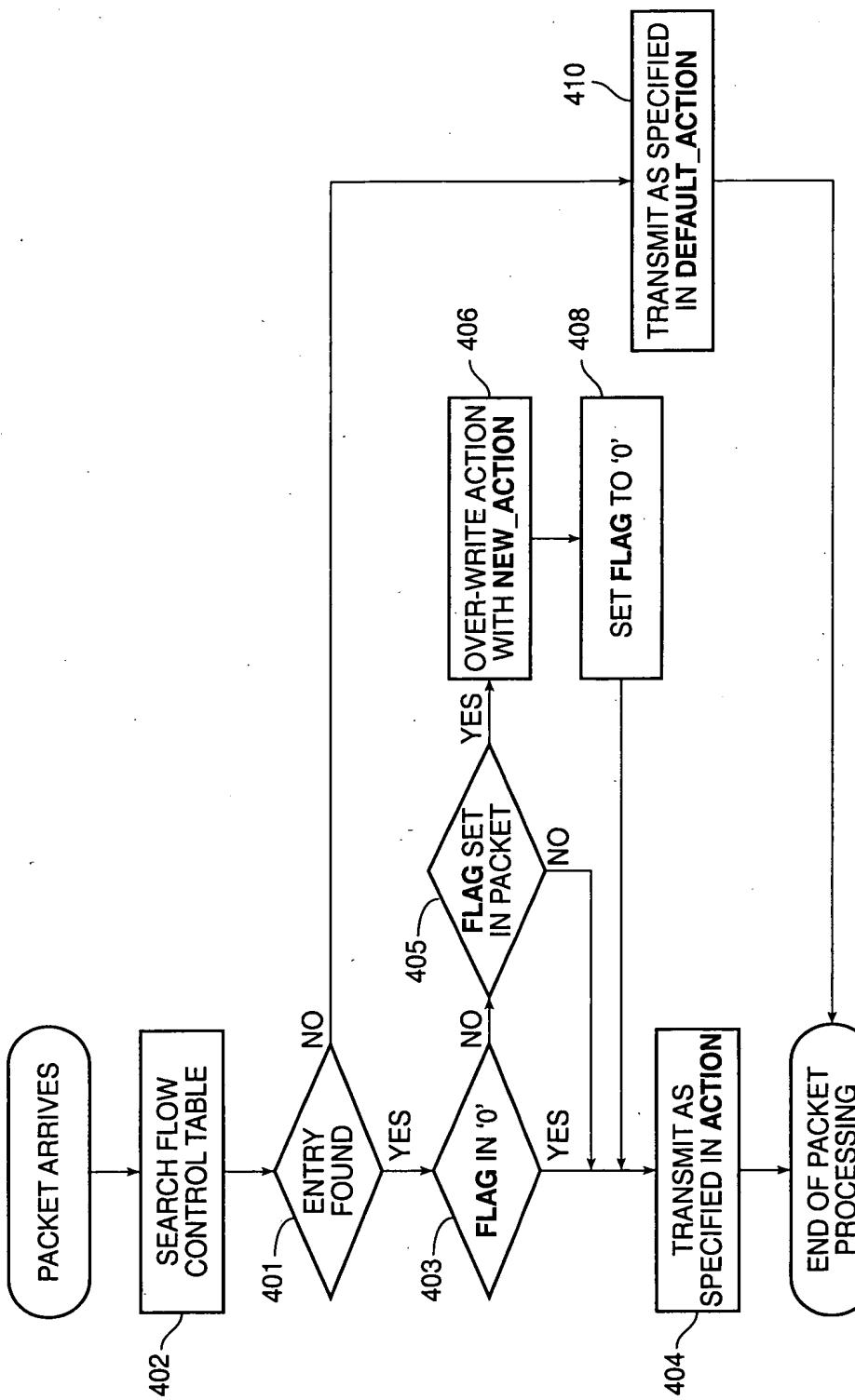


FIG. 4

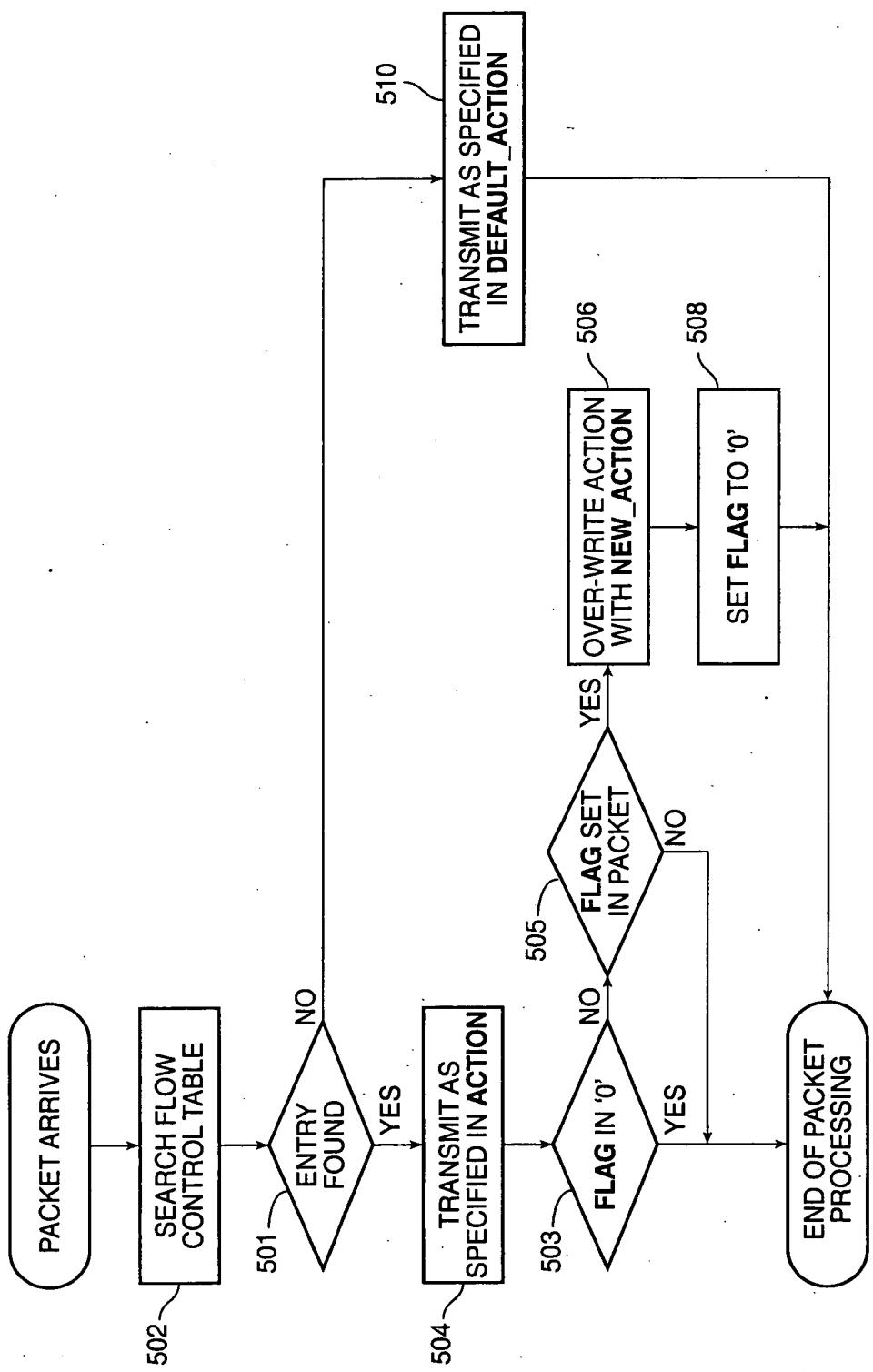


FIG. 5

```

struct END_POINT {
    IP_ADDRESS           ipaddr ;      /* may be range of addresses */
    unsigned short       port ;        /* may be range of ports */
    ...
};

struct FLOW {
    END_POINT            source ;
    END_POINT            destination ;
    ...
    octet               protocol_id ;
    ...
};

struct ACTION {
    ...
    /* Specify priority, mode (DISCARD), etc), etc. */
    /* Could be a list, relating values of particular packet field to an ACTION */
    ...
};

enum FLAG { CHANGE_IMMEDIATE, CHANGE_SYNCHRONOUS };

boolean Set_QoS ( in FLOW target_flow, in ACTION new_action, in FLAG flag );

```

FIG. 6

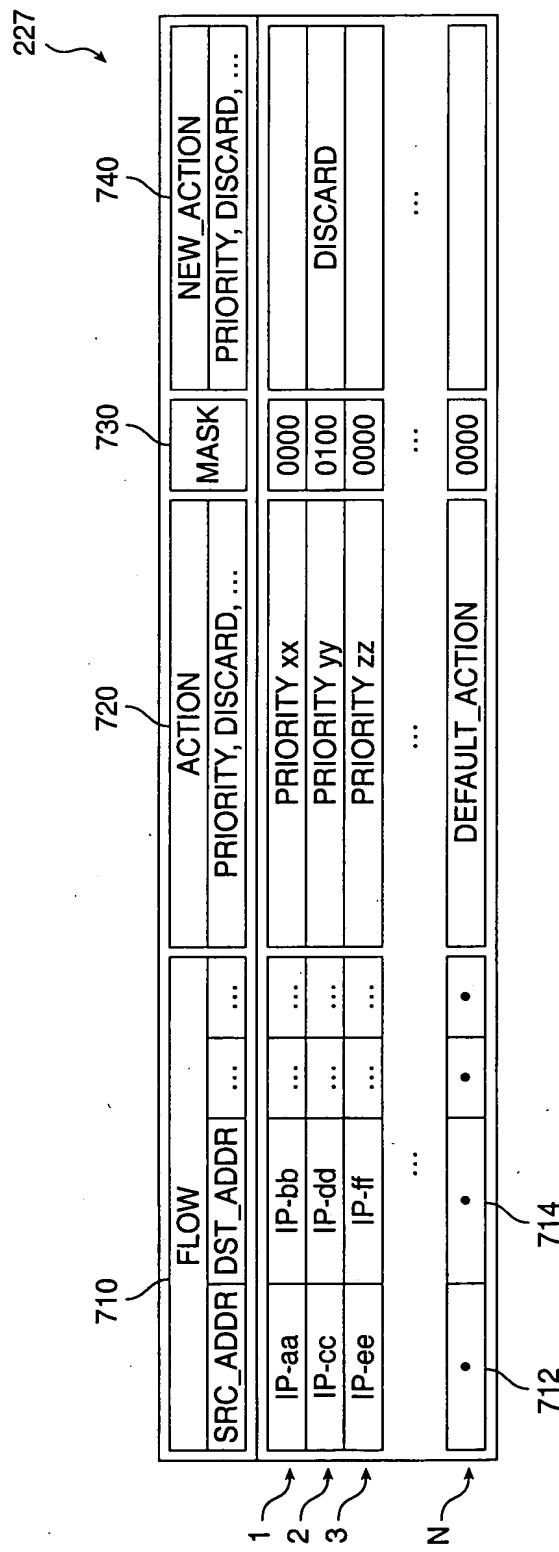


FIG. 7

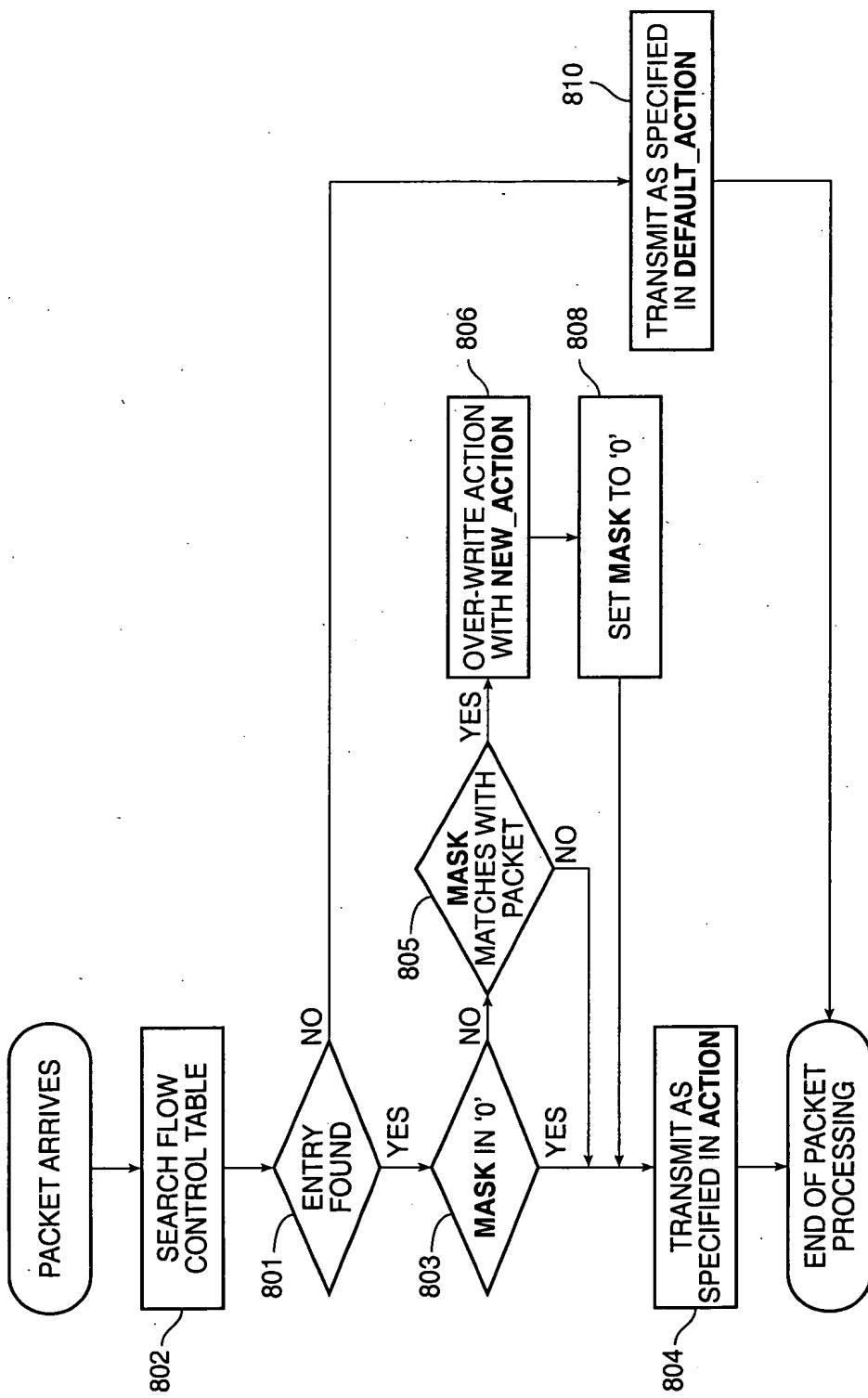


FIG. 8

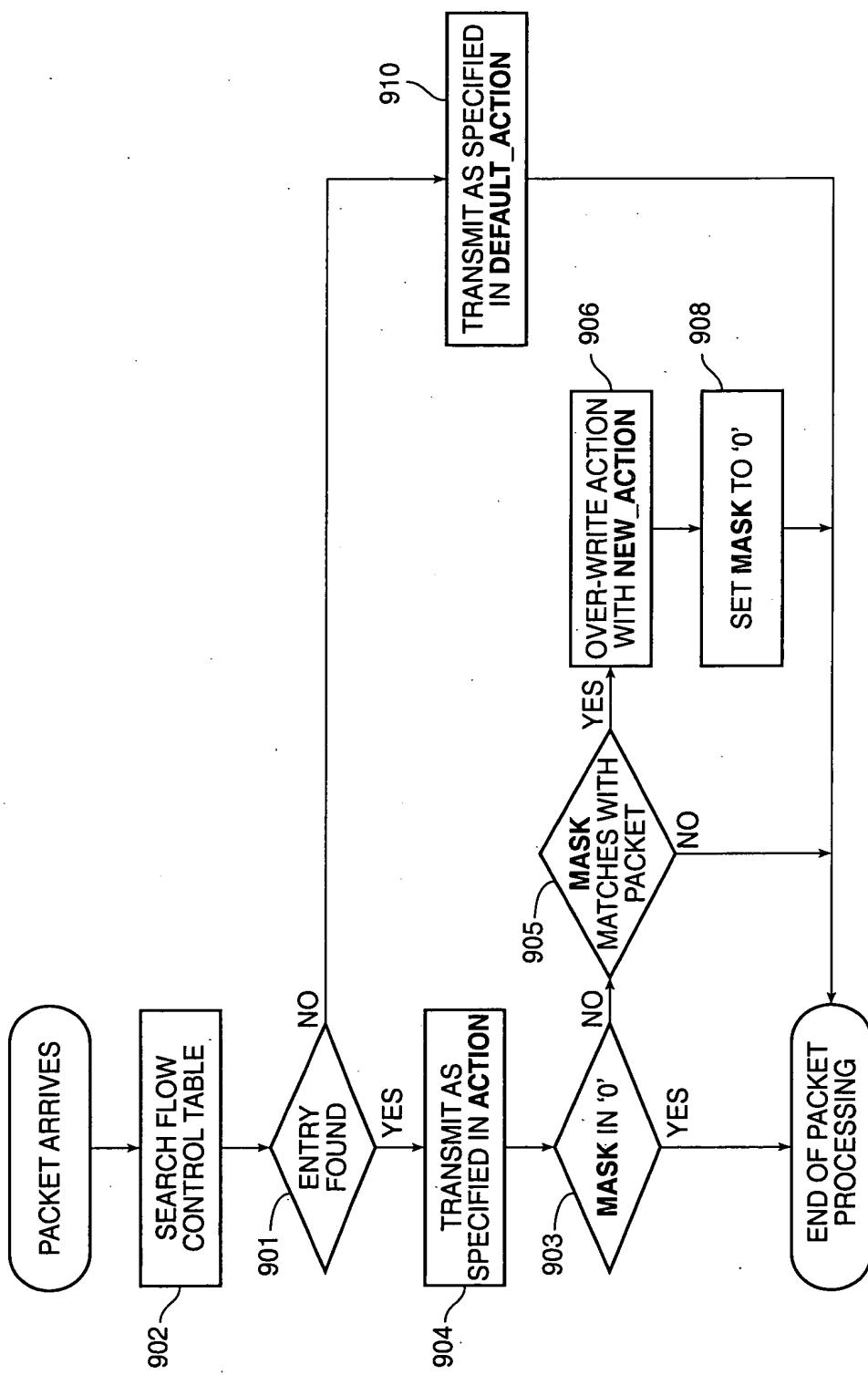


FIG. 9

```
boolean Set_QoS ( in FLOW target_flow, in ACTION new_action, in octet mask ) ;
```

FIG. 10

```
enum HEADER_FIELD { TOS_FIELD, ... } ;
```

```
typedef sequence<octet> FIELD_VALUE ;
```

```
struct PAYLOAD_FIELD {
    unsigned short offset_position ;
    unsigned short field_field ;
};
```

```
enum MASK_POSITION { IN_HEADER, IN_PAYLOAD } ;
```

```
union MASK switch (MASK_POSITION) {
    case IN_HEADER:
        HEADER_FIELD target_header_field ;
        FIELD_VALUE field_value ;
    case IN_PAYLOAD:
        PAYLOAD_FIELD target_payload_field ;
        FIELD_VALUE field_value ;
};
```

```
boolean Set_QoS ( in FLOW target_flow, in ACTION new_action, in MASK mask ) ;
```

FIG. 11

```
boolean Set_QoS ( in FLOW target_flow, in ACTION new_action ) ;
```

```
boolean Commit_Change ( in MASK mask ) ;
```

FIG. 12

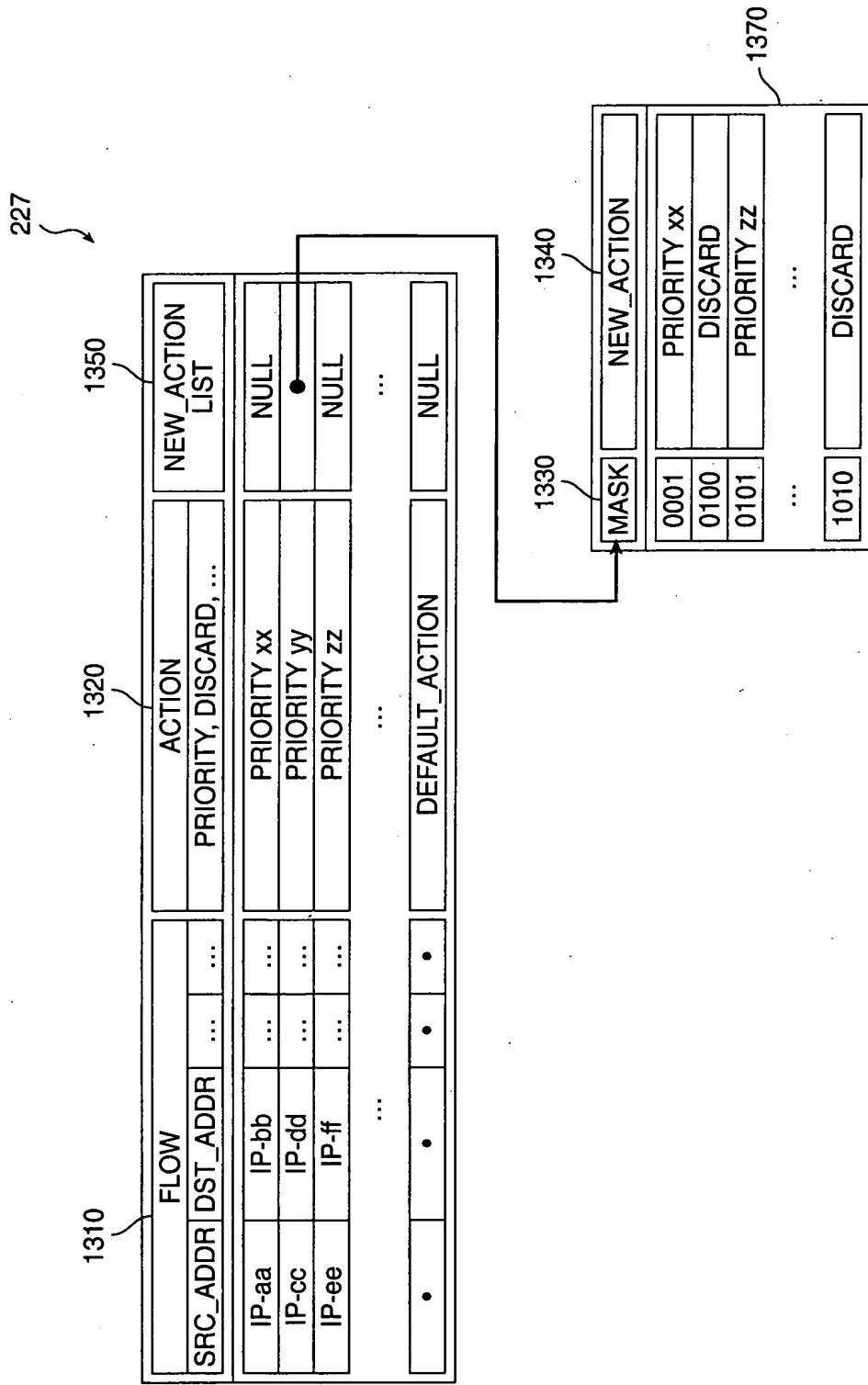


FIG. 13

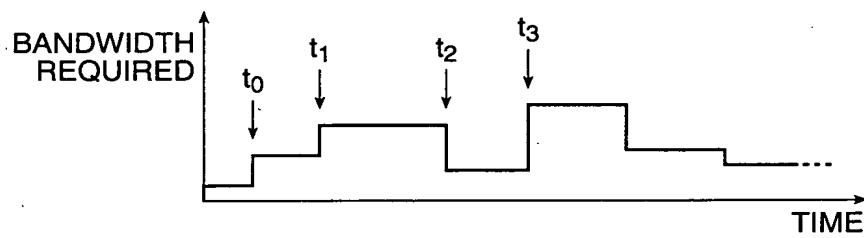


FIG. 14

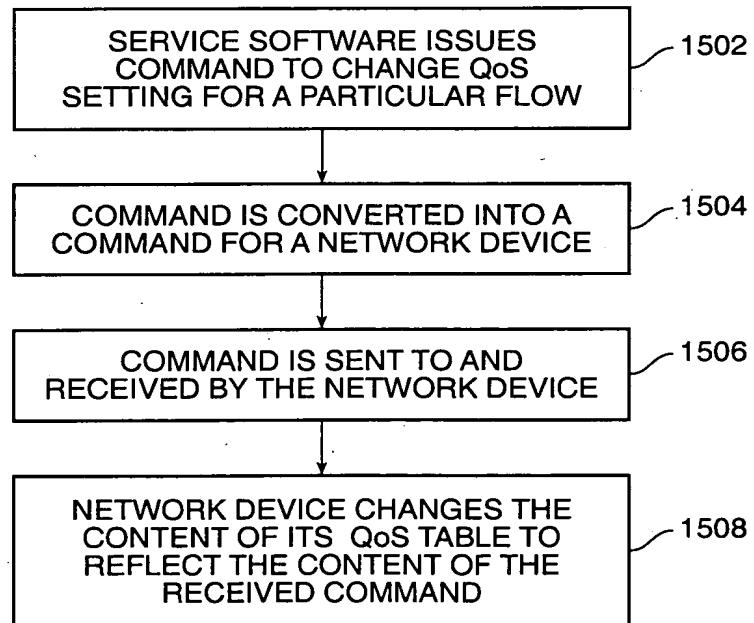


FIG. 15